

OPPOSITE SNAKE



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tiny aberration, unaligned

Armor Class 13

Hit Points 7 (2d4 + 2)

Speed 190ft. climb 190ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	12 (+1)	3 (-4)	10 (+0)	5 (-3)

Skills: Perception +2, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages none

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Hydrophobic. The creature cannot be fully submerged in water and takes no damage from water-based attacks. If it is somehow submerged in water and proof is provided to a respected wizard, a reward will be given.

Evasion. If the snake is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Face Hug. The opposite snake jumps onto a creature's face, initiating a contested Constitution check. On a success, the creature is grappled. The grappled creature must make a DC10 Strength saving throw at the start of each of its turns to remove the snake. While grappled, the creature has disadvantage on attack rolls.



LIL' BIO

Opposite Snakes are primarily found in the jungle and are known to exhibit a particularly hostile demeanor. They hunt in groups (scientifically referred to as "nightmares") and attack the faces of their prey. Despite their aggressiveness, they are terrified of mongooses, badgers, gorillas, bees, humans, and dolphins. These creatures lay spiky eggs and can live up to 85 years.